

DOLPHIN SAILING SIMULATOR III

ADDENDUM TO DOLPHIN SAILING SIMULATOR USER'S GUIDE

APRIL 1992

The Dolphin Sailing Simulator was born in 1987 when we released Version 1 for 8086/88 computers with 4 color CGA graphics. It was refined in several releases to become a World Class system with tens of thousands of users worldwide.

DOLPHIN SAILING SIMULATOR III is a re-write for the nineties generation of Personal Computers. The system has features and 256 color screens that require large graphic storage areas and hi-speed processors to run properly. We recommend a 386/486 class machine with VGA, though some users are happy with 286 machines.

In addition to the 256 color Graphics and faster performance, many views, screens, details and features have been added;

- Greatly expanded HELP screens including Glossary of terms.
- Cockpit function now has four views (foward/port/aft/starbrd).
- Full 3-D polygonal objects & landscape in all views.
- Lookout view includes a 'mini-chart' for quick reference.
- More functional radar, also been added into other views.
- Tillers & wheels, centerboards and motors are all offered.
- Full harbor, docking and manuevering operations are included.
- User created voyages add to the library of standard voyages.
- A shopping spree has been added during the outfitting stage.
- Performance evaluation is expanded, with ranks & promotions.

It also includes the groundwork for several future enhancements;

- full 24 hour Voyage operation, with day/nite & sunset/sunrise.
- all weather operation with sea conditions and weather charts.
- music/sound board, joystick and mouse operation, under WINDOWS.
- TROPICAL Voyage disks with Carribean, Hawaii, and the Agean.

Our goal is still safe boating...SO...Let's learn how to use this new system so we can practice SAFE SAILING!

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GETTING STARTED...

We created features to help refine sailing & safety skills with REAL boats & charts and screens & controls designed to create a FEEL for the experience... NOT just mimic a boat!

This VGA/386 addendum SUPPLEMENTS the User's Guide...which has instructions, a section on HOW TO SAIL and Keyboard Templates. It is used to find AUTHORIZATION CODES to run anything other than a DEMO. Please cut out & trim the TEMPLATES to fit your keyboard, but note that some key controls are different in this release. Please check the back of this addendum for differences... perhaps it's easiest to mark the template to remind you of the changes.

Copy the disks into a DOLPHIN directory on the hard disk and type SAIL-III, then enter your INITIALS (the same each time). If you did NOT finish your Last Voyage, you can RE-START where you left.

After picking the VOYAGE, enter AUTHORIZATION CODE from the Users Manual (look-up a letter on page, paragraph & position asked for by the system), then enter the Difficulty Level (1-9 /easy-hard). The system shows the course & weather conditions & asks you to confirm the selection before you pick a boat to start the voyage.

HELP screens are shown in the BASIC TRAINING, but you can review them anytime with the [f1]key for HELP....ALSO...Pressing the [k] key shows HELP windows of keyboard options on any screen. Operation is like the Original Sailing Simulator with extras...

- The primary functions, or crew positions, are still selected by function keys [f1]thru [f10] supplemented by menus.
 - The number of secondary functions and views have been expanded, and the [bksp] & [tab] keys select most secondary functions.
 - Many other alpha key functions have been added, to control tertiary screens or additional activities on other screens.
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Start as a ROOKIE & get promoted through 8 RANKS to COMMODORE with good sailing & no disasters...earning points in VOYAGES on CHARTS (VOYAGE DISKS). You may get DEMOTED... or even KILLED! If you lose the vessel or crew member the Voyage is OVER!

Eight CHARTS (VOYAGE DISKS) are offered, but in this release, the only Voyage disk is the FLORIDA FANTASY. Each has 8 VOYAGES and you must finish several, with a total of up to 7500 points, to get promoted. In addition to standard Voyages, you may design your own for BONUS points, just select [f1] & 'Customization'.

BOAT SELECTION, OUTFITTING & TRIM

When you pick a Voyage, you also select from 4 BOATS with different SAIL inventories & HANDLING/SAILING characteristics to fit your Tastes, Voyage & conditions...

CATBOAT	14 Ft	1 sail	TILLER		
CATAMARAN	18 Ft	2 sails	TILLER		
SLOOP	29 Ft	5 sails	WHEEL	ENGINE	RADAR
KETCH	42 Ft	7 sails	WHEEL	ENGINE	RADAR

(TILLER steers opposite from WHEEL)

A smaller boat is easier to control because it has fewer lines & sails, no engine, no radar, etc. but it's easier to capsize & harder to finish a long voyage. Large boats are more complex & more stable! As the boats sail by, just hit the [Y] key to SELECT the boat...don't panic if you miss, it comes back around again!

Select supplies to FIT your CREW, BOAT & VOYAGE, at the START of the VOYAGE or anytime...Get to the out-fitting screen, then use CURSOR/NUMBER keys to hi-light items...then hit [Y] for 'YES'.

Once the boat is sailing, just hit the [F2] FUNCTION key to get the MAIN MENU to RE-SELECT or RE-OUTFIT your boat.

SELECT SAILS to fit Boat, heading & conditions, at the beginning of the VOYAGE (or reselect ANYTIME by pressing the [f5] key) as follows; get to the select screen, then use CURSOR/NUMBER keys ([1], [2], [3] or [7], [8], [9]) to SELECT SAILS stored in up to 3 (FORE- MID- AFT-) sail lockers as INVENTORY for that boat.

SET, RAISE or FURL the SAILS for the heading & conditions at the start of the VOYAGE (or reset ANYTIME by pressing [f5] key) as follows; get to the set screen , then use CURSOR/NUMBER keys ([1], [2], [3]or [7], [8], [9]) to adjust the (FORE-MID- AFT-) sails to fit conditions...if OVER-POWERED just set smaller sails, or REEF down the sails you've selected. If NOT SATISFIED with the Sail SET, or the wind changes, you can still adjust it later!

TRIM BOAT & SAILS for heading, speed & conditions, ANYTIME! Use [T] to choose the TRIM TYPE (Angle of Attack or Shape or Twist or Select Sails or Set Sails or set Center of Gravity), then use CURSOR/NUMBER ([7] [8] [9] / [1] [2] [3]) keys to EASE/TIGHTEN TRIM or select or set sails, or to adjust center of gravity.

RESET trim if there's a course change or a chance for more speed! Generally, easing sails speeds the boat up, as long as APPARENT WIND still flows around the sails. Hit [f5] key to TRIM BOAT.

OPERATION...FUNCTIONS & VIEWS

A key design element is that crew positions are still used as screens which you select to perform each crewmember's duties;

- COCKPIT VIEWS...	helmsman	Instruments, hands & lines
- LOOKOUT VIEW...	lookout	Binoculars with mini-chart
- INTERCEPT RADAR...	navigator	with Intercept Targetting
- NAV STATION/CHART...	exec/navigator	Instruments & NAV CHART
- TACTICAL VIEWS...	tactician	aerial views with zoom
- BOAT & EQUIP...	quartermaster	select & outfit vessel
- SAIL SET & TRIM...	foredeck crew	select, set & trim sails

SORRY...NO Galley! (But then you can't be a Galley Slave either!)

YOU act as each crew member and you switch screens to get ALL the jobs done! Jobs are harder/easier with hi/low (1-9) difficulty levels which also control docking, conditions, Traffic, etc.

In each VOYAGE you select screens/views with FUNCTION [f1]-[f10] & [bksp] & [tab] keys. You earn points when switching screens, so feel free to experiment until you are comfortable. Select functions (screens) with FUNCTION keys across top of keyboard...

[f1]	[f2]	[f3]	[f4]	[f5]	[f6]	[f7]	[f8]	[f9]	[f0]
\	Menu	\	Restart	\	Lookout	\	Tactical	\	Radar
Help		Freeze		Trim		Navigation		Cockpit	

OR...	Help	[f1]	[f2]	Main Menu...Exit
on left side	Freeze	[f3]	[f4]	Restart
of keyboard...	Sail Trim	[f5]	[f6]	Lookout
	Navigation	[f7]	[f8]	Tactical
	Cockpit	[f9]	[f0]	Radar

Each FUNCTION has several VIEWS selected with [bksp]/ [tab] keys;

- COCKPIT VIEWS...	foward/port/aft/starboard views
- LOOKOUT VIEW...	scan left/right with binoculars
- INTERCEPT RADAR...	zoom-in/zoom-out...change range
- NAVIGATION STATION...	Instruments/partial chart/full chart
- TACTICAL VIEWS...	Nav, Tactical, Intercept, zoom-in/-out
- TRIM BOAT & SAILS...	pick sails/set sails/trim sails/trim boat

Function keys are extended with 4 important and often used keys;

- [enter]	'OK' or selects HI-lighted item, or DEFAULT.
- [esc]	EXIT or RETURN to last screen.
- [bksp]	ZOOM IN, LOOK LEFT, SCAN LEFT, MOVE CHART, etc.
- [tab]	ZOOM OUT, LOOK RIGHT, SCAN RIGHT, MOVE CHART, etc.

OPERATION...BOAT & SCREEN CONTROLS

You control Boat or screen actions with CURSOR/NUMBER PAD keys. Our design goal is key controls that mimic real controls...in most screens the cursor/number keypad represents a cockpit with a wheel & 3 winches...Laid out like this on the keyboard...

ease sails	[7]	[8]	[9]	ease sails
steer left	[4]	[5]	[6]	steer right
tighten sails	[1]	[2]	[3]	tighten sails
	fore-sail	mid-sail	aft-sail	

OR...

[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]
tighten sails	steer boat	ease sails						

(NOTE...number keys across TOP of Keyboard also work!)

Two keys control each winch and it's associated sail and lines...

- fore-sail winch	[1]	/	[7]	tighten/ease
- mid-sail winch	[2]	/	[8]	tighten/ease
- aft-sail winch	[3]	/	[7]	tighten/ease

Based on the task, a winch handles any line for the sail that winch services. Steer with wheel or tiller but REMEMBER a boat turns until rudder is centered & tiller turns opposite a wheel!

This is an easy system to use but it takes awhile to get really good, so use the Keyboard Templates in the manual. BY THE WAY... You get extra HELP on keyboard options by hitting [k] ANYTIME!

Specific keys do other things;	[D] Display active options
[E] Engine on/off	[R] Radio on/off
[H] Horn...one honk	[S] Sound effects on/off
[K] see Keyboard options	[T] set Trim/Targetting option
[N] No in answer to question	[Y] Yes in answer to question

Few would use a Simulation for long if it were TOO realistic! Imagine if it really took 7 hours for your first computer voyage! Simulation is an interactive tool for your imagination and to do its' job we must take liberties with realism, time & penalties.

A NON-realistic feature is that TIME varies in each view; in the COCKPIT the SYSTEM TIME is about 2 times REAL TIME, so a 6 mile sail at 6 kts takes about half an hour! BUT in the NAV CHART the SYSTEM TIME is about 10 times REAL TIME, so a 6 mile sail takes a few minutes! Switching views changes the time to sail a distance!

HOWEVER...You can set the speed of the system & Voyage clocks (or get rid of inactive team members, or change configuration) by pressing [f1], select 'Customization' & the function you want.

SPECIFIC SCREENS & VIEWS

The COCKPIT (Helmsman) views show the horizon & waves & sky moving with heel & boat motion. Look left/right 90 degrees with the [bksp] / [tab] keys for Forward, Port, Starboard & Aft VIEWS... the View moves to correct view when using other keys.

COCKPIT VISIBILITY is restricted to about a mile, so get close to other vessels before switching...and remember to check all screens occasionally. Hit the [F9] key for the COCKPIT.

Use TACTICAL VIEWS to pilot like other screens but you look down on the area of your boat & nearby action. Boats are larger on Tactical screens, so it may LOOK like you sail over land & boats! You must ZOOM-IN with [bksp] to get a feel for distance (from NAV CHART to Tactical to Intercept)...use [tab] to ZOOM-OUT. The Helm window has compass, speed, wind & Tactical Indicator, and moves discreetly away as you sail into it. Other traffic ignores you, so watch out! Hit [f8] key for TACTICAL.

RADAR is centered on your boat with Land as lines, Boats as Squares & Nav-aids as Triangles. Circles show range of an object and direction shows around the edge. Use [tab] or [bksp] to ZOOM IN/OUT (change RANGE) from 10-50 miles. Cursor/number keys control the boat as usual...BUT...this RADAR has a Targetting mode. Hit [T] for Targetting, then use cursor keys to move the Target circle onto the object to plot INTERCEPT course & get I.D./Intercept data. Hit [f10] key to select RADAR.

In the LOOKOUT VIEW you see much further than in the COCKPIT, use it to see detail & to get FIXES...Hit [M] to 'Mark' a fix on an object for Navigation & mark it on the chart and SCAN LEFT with [bksp], or SCAN RIGHT with [tab]. Hit [f6] key for LOOKOUT.

The NAVIGATION STATION has the instruments, TACTICAL Indicator and controls of all other screens. The NAV CHART is always at bottom of the Instrument panel & you can pick it UP/DOWN with [bksp] or [tab] keys. Check the CHART every few minutes to confirm position & progress. PRESS [F7] key to use NAV STATION.

From the NAV STATION, hit [f7] again to set a new course, after a leg by leg description (Start... then to... end...), the COURSE is plotted with TIDE & WIND data. Set a planned course (if wind is forward, ZIG-ZAG back & forth across desired course) to reach the destination by typing the new course (1-360 degrees). The manual has a Chart to plot your course on paper too.

KEYBOARD TEMPLATES (Please note differences in function keys)

[f1]	[f2]	[f3]	[f4]	[f5]	[f6]	[f7]	[f8]	[f9]	[f0]
\ Menu		\ Freeze	Restart	\ Trim	Lookout	\ Navigation	Tactical	\ Cockpit	Radar
Help		Freeze		Trim		Navigation		Cockpit	

Help [f1]	[f2] Main Menu...Exit
Freeze [f3]	[f4] Restart
Sail Trim [f5]	[f6] Lookout
Navigation [f7]	[f8] Tactical
Cockpit [f9]	[f0] Radar

KEYBOARD TEMPLATES (Please note differences in number/cursor keys)

ease sails [7]	[8]	[9] ease sails
steer left [4]	[5]	[6] steer right
tighten sails [1]	[2]	[3] tighten sails
fore-sail	mid-sail	aft-sail

fore-sail	mid-sail	aft-sail	LEFT	RIGHT	fore-sail	mid-sail	aft-sail
[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]
tighten sails		steer boat		ease sails			

KEYBOARD TEMPLATES (Please note differences in other keys)

- [enter] 'OK' or selects HI-lighted item, or DEFAULT.
- [esc] EXIT or RETURN to last screen.
- [bksp] ZOOM IN, LOOK LEFT, SCAN LEFT, MOVE CHART, etc.
- [tab] ZOOM OUT, LOOK RIGHT, SCAN RIGHT, MOVE CHART, etc.

NOTE TO RELEASE 1.0 USERS;

AS WITH ALL DOLPHIN PRODUCTS, THIS SYSTEM WILL BE UPDATED ON A REGULAR BASIS...SO CORRECTIONS, ENHANCEMENTS AND NEW FEATURES WILL BE OUT SOON. SOME FEATURES ARE NOT ACTIVE IN THIS VERSION AND ONLY THE FLORIDA FANTASY VOYAGE DISK IS AVAILABLE NOW, BUT RELEASE 1.1 IS PLANNED FOR THE SUMMER OF 1992 WITH SEVERAL NEW FEATURES AND ALL NEW VOYAGE DISKS.

AS A RELEASE 1.0 USER YOU MAY GET THIS NEW RELEASE AT NO CHARGE BY SENDING IN THE ATTACHED COUPON AFTER JULY 15 1992. (VOYAGE DISKS ARE ADDITIONAL CHARGE ITEMS.)

WE SEND EACH NEW RELEASE OUT AS SOON AS IT IS READY, SO YOU CAN ENJOY IT AND WE CAN BENEFIT FROM YOUR SUGGESTIONS AND EXPERIENCE! WE CAN ONLY LEARN HOW TO DO IT BETTER WITH EACH RELEASE WHEN YOU CALL US AT (215) 269-6800 OR WRITE US A NOTE AND TELL US WHAT YOU THINK! WE WELCOME YOUR IDEAS!

THANK YOU FOR YOUR PATRONAGE, GOOD SAILING!

THE DOLPHIN CREW

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